

Project 4 - Fantasy Combat Tournament

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Choosing quit	2	main/menu.cpp	Return 0 and exit	Program exits
Invalid input	Other number/char	menu class	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	Choose non-existing characters	main.cpp	Continue to ask user for valid input	Continue to ask user for valid input
Play Again?	2 to quit	main.cpp	Quits game	Quit game
KO Quit Condition	N/A	menu.cpp	Ends round when character's sp <= 0	Adds character to loser pile
Winner condition	N/A	menu.cpp	Ends round when character's sp <= 0	Winner receives recovery points and added to back of queue.
End Game condition	N/A	menu.cpp	Ends when one team is empty	Tournament ends when one of the team is out of fighters
Loser Pile	1 yes; 2 no	menu.cpp	Asks user if they'd like to view pile	1 shows pile in correct order, 2 goes to Play Again menu
Num of Fighters	N/A	menu.cpp	Each team can have diff num of fighters	As expected
Same Fighters	N/A	menu.cpp	Each team can have same types of fighters	As expected
Char Abilities	N/A	character.cpp	Each char performs their special abilities	As expected
Shows Results	N/A	menu.cpp	Shows result of tourney at end of game	As expected